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(54) **TEXTURE PROCESSING METHOD AND UNIT**

(71) Applicant: **Samsung Electronics Co., Ltd.,** Suwon-si (KR)

(72) Inventor: **Seok KANG**, Yongin-si (KR)

(73) Assignee: **Samsung Electronics Co., Ltd.,** Suwon-si (KR)

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(57) **ABSTRACT**

A texture processing unit includes a controller configured to obtain a texture coordinate and spatial frequency information for each channel of a texture corresponding to the texture coordinate, and determine a filtering control signal for each channel of the texture based on the spatial frequency information for each channel, and a texture filter configured to perform filtering for each channel of the texture according to the filtering control signal for each corresponding channel.